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SNS-AHIE-USA

HOME IMPROVEMENT

INSTRUCTION MANUAL

ABSOLUTE™

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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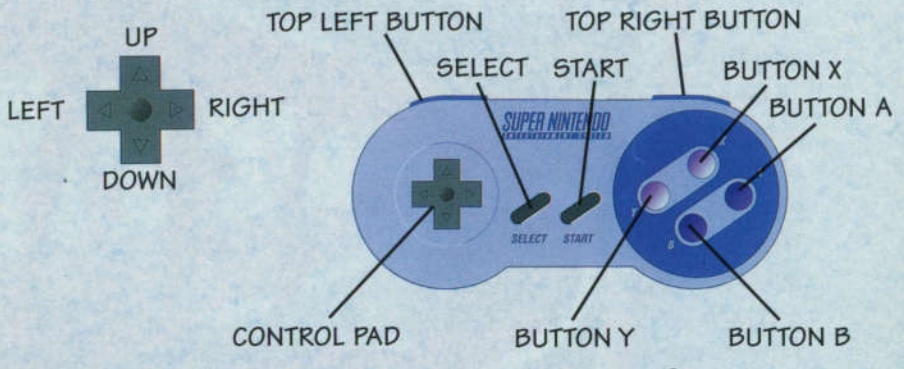
GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is **OFF**.
2. Insert the **HOME IMPROVEMENT** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON**.

THE CONTROL PAD



START	Pauses/Unpauses Game
BUTTON A	Uses Collected Tools
BUTTON B	Jump
BUTTON X	Shoots/Disengages Grappling Hook
BUTTON X + UP	Shoots Grappling Hook Up
BUTTON X + RIGHT/LEFT	Swings Sledge Hammer Right /Left
BUTTON X + DOWN	Uses Jackhammer
BUTTON Y + RIGHT/LEFT	Run to the Right or the Left
CONTROL PAD RIGHT/LEFT	Walk Right/Left
CONTROL PAD DOWN	Crouch
TOP RIGHT/LEFT BUTTONS	Shoots Collected Tools Diagonally

While Grappling . . .

- Press **UP** or **DOWN** on the **CONTROL PAD** to raise or lower Tim, respectively.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD** in the direction Tim is swinging to gain momentum.
- Press **BUTTON B** to jump upwards while disengaging the Grappling Hook to reach platforms.

GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are 8 tools that Tim can hefty and battered 20 lb. sledge use during the course hefty and batt
of the game: he'll h
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There will b
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at the stuc
bats flitting
the "Monste
set, and the
and sinister
Vampire mast
guarding one
the Taylor-Turb
tools at the
end of the level!

The other half of
the time, he'll ma
need the nail mar
gun. The nail man
gun (Tim calls mar
it "the AK-47 of to
is one of the the sl
best weapons that
use on his quest. It
has the ability to pu
into an attacking enc
huge, hungry Venus Fl
set of "Dinosaur Safari".

The Sledge Hammer

As an
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and hefty and bat-
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is particularly
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nd foam rock
The studio
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of it!
le like Tim.
a challenge
those who
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ack the
need to ask anyone
know what the problem is and rush in to fix
themselves! Although it's frowned upon by the most macho of the breed, some real men actually refer to blue prints for help. If you find yourself in need of—dare we say it?—instructions, you can refer to the enclosed poster blue prints for hints.

PROJECT NOTES

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to :

Warranty Officer
Absolute Entertainment, Inc.
Suite 300 South
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel: (201) 818-4800

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for $25.00, a brief statement describing.the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Paks originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

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HOME IMPROVEMENT

TAYLOR–TURBO POWER TOOLS RECOVERY PLAN MASTER VERSION 1.0

BLOW TORCH

- Can hit targets on floors above Tim.
- Shoots through solid objects such as walls.

CHAIN SAW

- Shots cover a wide area of impact.
- Shoots through solid objects such as walls.

ARC WELDER

- Can hit targets on floors above Tim.
- Shoots through solid obstacles such as walls.
- Homes in on targets after it's fired.

SLEDGE HAMMER

- Busts through some walls in a couple of swings!
- In a tight spot, it can be used against opponents!

TIM'S "MORE THE MERRIER" PRINCIPLE

This principle effects all of the tools available to Tim. If Tim can find two of the same tool (without picking up a different tool in between), that tool's power will double; if Tim can find a third of the same tool, the power triples!

JUMP OVER DANGEROUS OBSTACLES WITH BUTTON B!

FIRE COLLECTED WEAPONS WITH BUTTON A!

WATCH OUT FOR AIRBORNE BEASTS!

STUDIO "A" PARTIAL FLOOR PLAN "DINOSAUR SAFARI" SET

The set of the popular "Dinosaur Safari" TV show is rife with prehistoric dangers that Tim must overcome. Aside from over-sized insects and vicious velociraptors, there are plenty of sheer cliffs to avoid and hidden passages to find!

- Remember that some of the boulders are only Styrofoam props (this is, after all, only a TV studio) and Tim can blast through it all with dynamite or his trusty sledge hammer!
- Keep an eye out for crafty airborne dinosaurs tossing eggs!

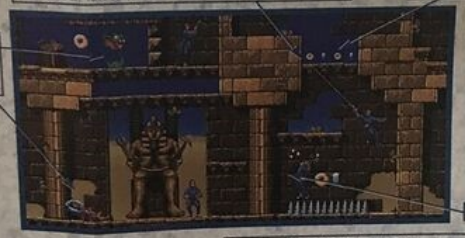
GRAPPLING HOOK

- Pulls Tim up into those hard-to-reach spots!
- Swings Tim over chasms or hungry monstrosities out for his hide!

PRESS BUTTON X TO USE THE USEFUL GRAPPLING HOOK!

COLLECT AS MANY NUTS AS YOU CAN!

COBRAS AND SCORPIONS ARE THE GUARDIANS OF THE TEMPLE!



WHEN TIM GETS HURT HE LOSES NUTS!

STUDIO "B" PARTIAL FLOOR PLAN "TEMPLE OF TOOLS" SET

Here Tim must do battle with the ancient overlords of hardware on the set of his own up-coming adventure special, "Tim Taylor and the Temple of Tools"! He'll face scorpions and other ghastly guardians in the hallowed halls of the shrine of do-it-yourself!

- Be on the lookout for slithery cobras winding their way through the dusty corridors of this set!
- Though Tim is pitted against the tyrants of tooldom, the Taylor-Turbo Tools *must* be recovered—stop at nothing to find them!

NAIL GUN

- Shoots rapid-fire contractor nails at its targets!
- Can easily blast through some set walls!

DYNAMITE

- Blasts through some walls with ease!
- Has a wide area of effect!

SPIDERS AND GHOSTS CREEP ABOUT THE HALLS!

USE DYNAMITE TO GET THE JOB DONE!

STUDIO "C" PARTIAL FLOOR PLAN "MONSTER THEATER" SET

"Monster Theater" is such a creepy and eerie show that Tim won't watch it with the Taylor boys—it gives him nightmares! Now he's got to venture alone into the dusty and cob-webbed recesses of this dark and sinister sound stage! There are plenty of unpleasant surprises in store, so keep on your toes!

- Stay out of the pits of glowing green ooze—they'll make Tim lose all of his nuts and bolts!
- When Tim comes face-to-face with a vampire, be sure to keep him moving and keep an eye out for bats!

JACK HAMMER

- Pounds smaller bad guys into the dirt!
- Digs a hole through some floor areas!

USE THE D-PAD + BUTTON Y TO MAKE TIM RUN!

OR PRESS THE CONTROL PAD DOWN TO MAKE TIM CROUCH!

WATCH OUT FOR RENEGADE SPECIAL EFFECTS ROBOTS!

PRESS THE CONTROL PAD DOWN + BUTTON X TO USE THE JACKHAMMER!

STUDIO "D" PARTIAL FLOOR PLAN "LOST ON MARS" SET

This set is, literally, out of this world. There are plenty of odd little extraterrestrial creatures that can behave in the weirdest ways imaginable! Be ready for all of the dangers of a futuristic and alien world on this far-out set!

- Watch for low-flying saucers, and crafty special effects robots!
- Make sure to shoot the grappling hook at something it can bite into so Tim can swing!

CRATES

These contain the stolen Taylor-Turbo Power Tools! Tim needs to find these to complete each level!

PICK-UPS LEGEND

HARD HAT — Makes Tim invincible for a short time!

POWER UP — Gives Tim the power to jump higher and walk safely across dangerous terrain!

NUTS — Tim needs these to keep his strength; if he gets 100 of them, he'll get an extra life!

CLOCK — Gives Tim extra time! He has to find all of a level's hidden tool crates before time is up!

SPECIAL EFFECTS LEGEND

BAT · DRAGONFLY · SCORPION · ROBOT · FLYING SAUCER · COBRA · GHOST · RAPTOR

TIM HAS TO WATCH OUT FOR THESE AND OTHER PROPS AND SPECIAL EFFECTS ROBOTS THAT HAVE RUN AMOK!

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